

from appeal, if required, is respectfully requested. Please amend the above-identified patent application as follows:

IN THE CLAIMS:

Please substitute for corresponding pending claims the claims as shown rewritten below with amendments effected therein. Appendix I is attached hereto having marked versions of said claims with amendments indicated by brackets and underlining.

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1. (Thrice amended) A game system comprising:
- a signal generating device retainable by a game player in a manner permitting transfer of at least one of a hitting motion and a swinging motion imparted thereto by said game player, the signal generating device including a signal generator including a sensor for sensing at least one of an acceleration and an impact of the signal generating device, said signal generator generating a signal in response to said at least one of the hitting motion and the swinging motion when said at least one of said acceleration and said impact is sensed while said signal generating device is retained by the game player, said signal being an indication of a change in velocity of said signal generating device being moved by said game player;
- a display having a display screen for displaying and successively renewing an instruction of motion on the display screen;

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an evaluating means for evaluating a game result based on a generation timing of the signal; and

a sound generator for outputting at least a background sound.

Please add the following new claims.

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Sub. D5> --15. A game system comprising:

a signal generating device retainable by a game player in a manner permitting transfer of at least one of a hitting motion and a swinging motion imparted thereto by said game player, the signal generating device including a signal generator including a sensor for sensing at least one of an acceleration and an impact of the signal generating device, said signal generator generating a signal in response to said at least one of the hitting motion and the swinging motion of the game player when said at least one of said acceleration and said impact is sensed while the game player is in motion with said signal generating device and a relative position of the signal generating device to a part of the game player that retains the signal generating device remains substantially unchanged;

a display having a display screen for displaying and successively renewing an instruction of motion on the display screen;

an evaluating means for evaluating a game result based on a generation timing of the signal; and

a sound generator for outputting at least a background sound.

16. A game system comprising:

a signal generating device retainable by a game player in a manner permitting transfer of at least one of a hitting motion and a swinging motion imparted thereto by said game player, the signal generating device including a signal generator including a sensor for sensing at least one of an acceleration and an impact of the signal generating device, said signal generator generating a signal in response to said at least one of the hitting motion and the swinging motion of the game player when said at least one of said acceleration and said impact is sensed while the game player is in motion with said signal generating device and a relative position of the signal generating device to a part of the game player that retains the signal generating device remains substantially unchanged;

a display having a display screen for displaying and successively renewing an instruction of motion on the display screen, said display displaying a first instruction mark moving along a virtual line for the hitting motion and a second instruction mark moving along the virtual line for the swinging motion on the display screen as the instruction of motion;

an evaluating means for evaluating a game result based on a generation timing of the signal; and

a sound generator for outputting at least a background sound.

17. The game system according to claim 15, wherein said display displays a first instruction mark moving along a first virtual line for the hitting motion and a second instruction mark moving along a second virtual line for the swinging motion on the display screen as the instruction of motion.

18. The game system according to claim 17, wherein said first virtual line extends in a vertical direction on the display screen.

19. The game system according to claim 17, wherein said second instruction mark is moved from bottom to top with transversal motion.

Sub, D6> 20. A game system comprising:
a signal generating device retainable by a game player in a manner permitting transfer of a hitting motion and a swinging motion imparted thereto by said game player, the signal generating device including a signal generator including:
a first sensor for sensing an impact of the signal generating device, and
a second sensor for sensing an acceleration of the signal generating device,
said signal generator generating a first signal in response to the hitting motion of the game player when said impact is sensed

while the game player is in motion with said signal generating device and a second signal in response to the swinging motion of the game player while the game player is in motion with said signal generating device and a relative position of the signal generating device to a part of the game player that retains the signal generating device remains substantially unchanged;

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a display having a display screen for displaying and successively renewing an instruction of motion on the display screen, said display displaying a first instruction mark, as an instruction of hitting motion, moving along a first virtual line and a second instruction mark, as an instruction of the swinging motion, moving along a second virtual line, and a first reference mark and a second reference mark such that said first instruction mark moves towards said first reference mark and said second instruction mark moves towards said second reference mark;

an evaluating means for evaluating a game result based on a generation timing of the signal; and

a sound generator for outputting at least a background sound.

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21. A game system comprising:
- a signal generating device retainable by a game player in a manner permitting transfer of at least one of a hitting motion and a swinging motion imparted thereto by said game player, the signal generating device including a signal generator

including a sensor for sensing at least one of an acceleration and an impact of the signal generating device, said signal generator generating a signal in response to said at least one of the hitting motion and the swinging motion when said at least one of said acceleration and said impact is sensed while said signal generating device is retained by the game player, said signal being indicative of a change in velocity of said signal generating device being moved by said game player; said change in velocity being measured relative to a reference point independent of the game player;

a display having a display screen for displaying and successively renewing an instruction of motion on the display screen;

evaluating means for evaluating a game result based on a generation timing of the signal; and

a sound generator for outputting at least a background sound.--

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